

### REMARKS

This application has been carefully reviewed in light of the Office Action dated August 5, 2008. Claims 23 to 28 and 86 to 91 are pending in the application, with Claims 9 to 11, 16, 17, 22 and 29 to 85 having been canceled without prejudice or disclaimer of subject matter, and with Claims 86 to 91 having been newly added. Claims 23 to 28 are the independent claims. Reconsideration and further examination are respectfully requested.

Claims 23 to 28, 34 to 36 and 52 to 85 were rejected under 35 U.S.C. § 103(a) over U.S. Patent No. 6,401,150 (Reilly) in view of U.S. Patent No. 6,503,147 (Stockdale). Reconsideration and withdrawal of this rejection are respectfully requested.

#### Claims 23 and 24

The invention of Claims 23 and 24 generally concerns communication ports of a gaming machine printer. The gaming machine printer includes a first communication port and a second communication port. The second communication port connects a game controller as a trusted host to the gaming machine printer. When an external device is coupled to the first communication port, the game controller is notified.

According to one aspect of the invention of Claims 23 and 24, the gaming machine printer disconnects communications from the game controller and establishes a trusted communication session with the external device, in response to the external device being connected to a communication port other than the second communication port connected to the gaming machine controller.

Referring specifically to claim language, Claim 23 is directed to a gaming machine printer. The gaming machine printer includes a processor, a first communication

port coupled to the processor; and a second communication port coupled to the processor, the second communication port a native communication port connecting a game controller as a trusted host to the gaming machine printer. The gaming machine printer further includes a memory coupled to the processor, the memory having program instructions executable by the processor stored therein. The program instructions include determining when an external device is coupled to the first communication port, notifying by the gaming machine printer the game controller coupled by the second communication port when the external device is coupled to the first communication port, disconnecting communications by the gaming machine printer from the game controller, establishing by the gaming machine printer a trusted communication session with the external device, and reporting the communication session to the game controller when the communication session is completed and communications are restored to the game controller.

Independent Claim 24 is directed to a method substantially in accordance with the gaming machine printer of Claim 23.

The applied art is not seen to disclose or suggest the features of Claims 23 and 24, and in particular is not seen to disclose or suggest at least the features of disconnecting communications by the gaming machine printer from a game controller and establishing by the gaming machine printer a trusted communication session with an external device in response to the external device being connected to a communications port other than the communications port connected to the gaming machine controller.

As understood by Applicants, Reilly discloses a centralized queue for network printing, in which clients of a network printer can make job requests and enter a

spot in a job queue without transmitting actual print job data to the network. See Reilly, Abstract.

However, there is no suggestion or disclosure in Reilly of a trusted communication session at all, much less disconnecting communications by the gaming machine printer from a game controller and establishing by the gaming machine printer a trusted communication session with an external device in response to the external device being connected to a communications port other than the communications port connected to the gaming machine controller.

Stockdale is not seen to remedy the deficiencies of Reilly. As understood by Applicants, Stockdale is generally directed to a gaming machine including a plurality of gaming peripherals. See Stockdale, Abstract. Referring to Figs. 2 and 3 of Stockdale, Stockdale discloses a peripheral controller 234 that may be coupled to one or more peripherals such as printer 238 through a single peripheral interface 318.

However, while Stockdale's peripheral controller 234 has the ability to couple to a plurality of peripherals through the peripheral interface 318, the peripheral controller only has a single possible connection through a hub 230 to a master gaming controller 200. There is no disclosure or suggestion in Stockdale that the peripheral controller 234 can couple to a master gaming controller 200 by any other means than the hub 230. In addition, there is no suggestion in Stockdale that a trusted communication can occur between the peripheral controller 234 and an external device through the peripheral interface 318.

In view of the above, it is not seen how Stockdale can disclose disconnecting communications by the gaming machine printer from a game controller and

establishing by the gaming machine printer a trusted communication session with an external device in response to the external device being connected to a communications port other than the communications port connected to the gaming machine controller. In particular, there is no suggestion or disclosure in Stockdale that the peripheral controller 234 can perform such functions on its own.

Therefore, independent Claims 23 and 24 are believed to be in condition for allowance, and such action is respectfully requested.

#### Claims 26 and 27

The invention of Claims 26 and 27 generally concerns operation of a gaming machine printer having a plurality of communication ports. According to aspects of Claims 26 and 27, for each of a plurality of communication ports, it is determined if a game controller is coupled to the communication port, and the communication port is established as a native communication port to a trusted host when the game controller is detected on the communication port.

Referring specifically to claim language, independent Claim 26 is directed to a method of operating a gaming machine printer having a plurality of communication ports. The method includes for each of the plurality of communication ports, determining if a game controller is coupled to the communication port, and establishing the communication port as a native communication port to a trusted host when the game controller is detected on the communication port.

Independent Claim 27 is directed to a gaming machine printer substantially in accordance with the method of Claim 26.

The applied art is not seen to disclose or suggest the features of Claims 26 and 27, and in particular is not seen to disclose or suggest at least the features of for each of a plurality of communication ports, determining if a game controller is coupled to the communication port, and establishing the communication port as a native communication port to a trusted host when the game controller is detected on the communication port.

In particular, Reilly is not seen to disclose a trusted host at all, much less determining if a game controller is coupled to a communication port and establishing the communication port as a native communication port to a trusted host when the game controller is detected on the communication port.

Stockdale is not seen to remedy the deficiencies of Reilly. Specifically, in Stockdale, there is only one possible connection for the peripheral controller 234 to connect to the master gaming controller 200, namely via hub 230. Therefore, the peripheral controller 234 does not have a mechanism for determining if a game controller is coupled to game controller by a communication port from among a plurality of communication ports.

Therefore, independent Claims 26 and 27 are believed to be in condition for allowance, and such action is respectfully requested.

#### Claims 25 and 28

The invention of Claims 25 and 28 generally concerns a gaming machine printer, including a communication port coupling the gaming machine printer to a game controller. The status of the gaming machine printer is stored in a nonvolatile memory.

According to aspects of Claims 25 and 28, the status of a communication link to a game controller via the communication port is determined, the status of the

gaming machine printer is locked in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted, and the status of the gaming machine printer is transmitted to the game controller when the communication link is reestablished.

Referring specifically to claim language, independent Claim 25 is directed to a gaming machine printer. The gaming machine printer includes a processor, a communication port coupling the gaming machine printer to a game controller, a nonvolatile memory store coupled to the processor, and a memory coupled to the processor, the memory having program instructions executable by the processor stored therein. The program instructions include storing a status of the gaming machine printer in the nonvolatile memory, determining the status of a communication link to the game controller via the communication port, locking the status of the gaming machine printer in the nonvolatile memory when the gaming machine printer determines that the communication link is interrupted, and transmitting the status of the gaming machine printer to the game controller when the communication link is reestablished.

Independent Claim 28 is directed to a method substantially in accordance with the gaming machine printer of Claim 25.

The applied art is not seen to disclose or suggest the features of Claims 25 and 28, and in particular is not seen to disclose or suggest at least the features of determining the status of a communication link to a game controller via the communication port, locking the status of the gaming machine printer in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted, and

transmitting the status of the gaming machine printer to the game controller when the communication link is reestablished.

In particular, Reilly is not seen to disclose or suggest locking a status of a gaming machine printer at all, much less determining the status of a communication link to a game controller via the communication port, locking the status of the gaming machine printer in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted, and transmitting the status of the gaming machine printer to the game controller when the communication link is reestablished.

Stockdale is not seen to remedy the deficiencies of Reilly. In particular, Stockdale discloses that state history of peripherals connected to the peripheral controller 234 may be communicated to the master gaming controller 200 when the game is powered-up. However, Stockdale fails to disclose or suggest monitoring a communication link with a game controller in order to determine when to communicate gaming machine printer status information.

Therefore, independent Claims 25 and 28 are believed to be in condition for allowance, and such action is respectfully requested.

The other claims in the application are each dependent from the independent claims discussed above and are therefore believed to be allowable over the applied references for at least the same reasons. Because each dependent claim is deemed to define an additional aspect of the invention, however, the individual consideration of each on its own merits is respectfully requested.

No other matters being raised, the entire application is believed to be in condition for allowance, and such action is courteously solicited.

Applicants' undersigned attorney may be reached in our Costa Mesa, CA office at (714) 540-8700. All correspondence should continue to be directed to our below-listed address.

Respectfully submitted,

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